



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of
OHTA, K.

Atty. Ref.: 723-1414

Serial No. 10/635,652

Group:

Filed: August 7, 2003

Examiner:

For: STORAGE MEDIUM STORING A SHADOW VOLUME
GENERATION PROGRAM, GAME DEVICE, AND SHADOW VOLUME
GENERATION METHOD

* * * * *

September 5, 2003

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Sir:

INFORMATION DISCLOSURE STATEMENT

Pursuant to 37 C.F.R. 1.56, the attention of the Patent and Trademark Office is hereby directed to the references listed on the attached PTO-1449. One copy of these references are attached. It is respectfully requested that the information be expressly considered during the prosecution of this application, and that the references be made of record therein and appear among the "References Cited" on any patent to issue therefrom.

The Examiner is requested to initial the attached form PTO-1449 and to return a copy of the initialed document to the undersigned as an indication that the attached references have been considered and made of record.

This Information Disclosure Statement is being filed before the mailing date of a first Office Action on the merits. No certification or fee is required.

The filing of an Information Disclosure Statement shall not be construed as a representation that a search has been made [37 C.F.R. '1.97(g)], an admission that the information cited is prior art, or is considered to be, material to patentability or that no


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other material information exists. Further, the filing of an Information Disclosure Statement shall not be construed as an admission against interest in any manner [Commissioner's Notice of January 9, 1992, 1135 O.G. 12-25 at 25].

The Commissioner is hereby authorized to charge any deficiency, or credit any overpayment, in the fee(s) filed, or asserted to be filed, or which should have been filed herewith (or with any paper hereafter filed in this application by this firm) to our Account No. 14-1140.

Respectfully submitted,

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**INFORMATION DISCLOSURE
CITATION**

ATTY. DOCKET NO.

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APPLICANT

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FILING DATE

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U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
	4,625,289	11/1986	ROCKWOOD			
	5,043,922	08/1991	MATSUMOTO			
	5,255,353	10/1993	ITOH			
	5,377,313	12/1994	SCHEIBL			
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	5,739,819	04/1998	BAR-NAHUM			
	5,742,749	04/1998	FORAN et al.			
	5,870,097	02/1999	SNYDER et al.			
	5,870,098	02/1999	GARDINER			
	5,966,134	10/1999	ARIAS			
	6,018,350	01/2000	LEE et al.			

FOREIGN PATENT DOCUMENTS

DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	TRANSLATION YES NO

OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

	Debevec, Paul, et al., "Efficient View-Dependent Image-Based Rendering with Projective Texture-Mapping," University of California at Berkeley
	Gibson, Simon, et al., "Interactive Rendering with Real-World Illumination," Rendering Techniques 2000; 11 th Eurographics Workshop on Rendering, pp. 365-376 (June 2000)
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	White paper, Kilgard, Mark J., "Improving Shadows and Reflections via the Stencil Buffer" (11/03/1999)
	"OpenGL Projected Textures," from web site: HTTP:// reality.sgi.com, 5 pages
	"5.13.1 How to Project a Texture," from web site: www.sgi.com, 2 pages
	Arkin, Alan, email, subject: "Texture distortion problem," from web site: HTTP://reality.sgi.com (7/1997)
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	White paper, Dietrich, Sim, "Cartoon Rendering and Advanced Texture Features of the GeForce 256 Texture Matrix, Projective Textures, Cube Maps, Texture Coordinate Generation and DOTPRODUCT3 Texture Blending" (12/16/1999)
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	"Renderman Artist Tools, PhotoRealistic RenderMan Tutorial," Pixar (01/1996)
	Web site materials, "Renderman Artist Tools, PhotoRealistic RenderMan 3.8 User's Manual," Pixar,
	NVIDIA.com, technical presentation, "AGDC Per-Pixel Shading" (11/15/2000)

*Examiner

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	Williams, Lance, "Casting Curved Shadows on Curved Surfaces," <u>Computer Graphics</u> (SIGGRAPH '78 Proceedings), Volume 12, Number 3, pages 270-274 (August 1978)
	Woo et al., "A Survey of Shadow Algorithms," <u>IEEE Computer Graphics and Applications</u> , Volume 10, Number 6, pages 13-32 (November 1990)
	Heidrich et al., "Applications of Pixel Textures in Visualization and Realistic Image Synthesis," <u>Proceedings 1999 Symposium On Interactive 3D Graphics</u> , pages 127-134 (April 1999)
	Hourcade et al, "Algorithms for Antialiased Cast Shadows", <u>Computers and Graphics</u> , vol. 9, no. 3, pp. 259-265 (1985).
	NVIDIA.com, technical presentation, "Introduction to DX8 Pixel Shaders (11/10/2000)
	NVIDIA.com, technical presentation, "Advanced Pixel Shader Details" (11/10/2000)
	"Developer's Lair, Multitexturing with the ATI Rage Pro," (7 pages) from ati.com web site (2000)

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